NES-KA-USA

HOW TO PLAY

The Legend of KAGE T.M.

TAITO®

TAITO AMERICA CORPORATION

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal conductors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

THANK YOU

for buying THE LEGEND OF KAGE™ from Taito! This arcade hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your rescue!

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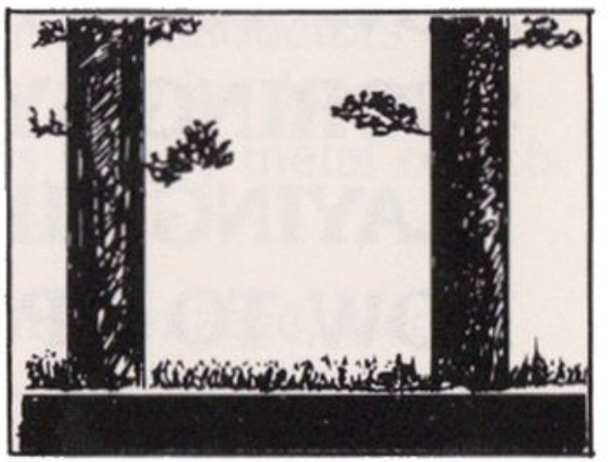
THE STORY

Toward the end of the EDO period, Japan was attacked by a group of mystical villains. The beautiful Princess Kiri was kidnapped. Many Samurai warriors were sent to rescue her. None ever returned.

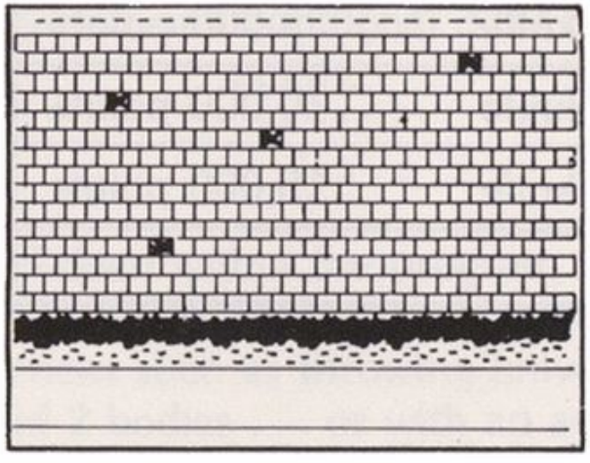
You are a daring young Ninja named Kage. You are also the last hope for Princess Kiri's safety. You will need all your courage and Ninja skills in your attempt to rescue the fair Princess from her evil captors!



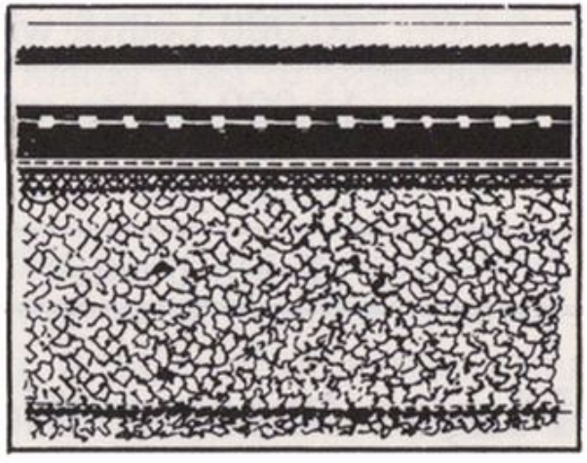
Forest Scene
Kage climbs and jumps through the trees as he battles Shinobis and Yohbohs to find the secret passage.

HOW TO PLAY

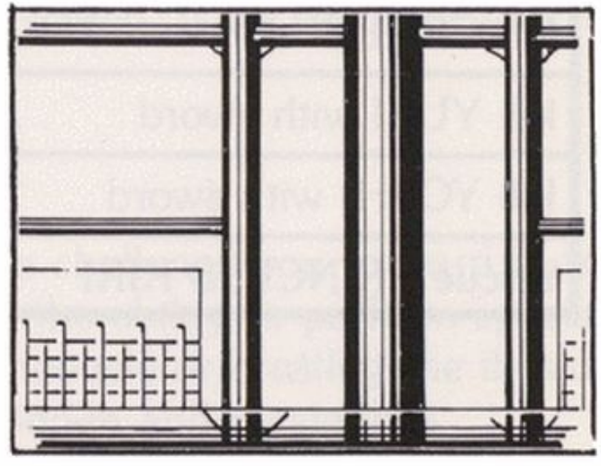
Armed with swords, star knives and courage, Kage must fight his way through the forest, along the secret passageway, up the fortress wall and through the castle to set Kiri free. He will be challenged at every move by the devilish daring of fire-breathing monks, castle guards and evil ninjas!



Passage Scene
Kage must run and swim through the secret passage and defeat 10 blue Shinobis to reach the fortress.



Fortress Scene
Kage climbs the fortress walls while battling Shinobis throwing bombs.



Castle Scene
Kage must fight his way through each castle level in search of Kiri. When he finds her he must cut the ropes and escape.

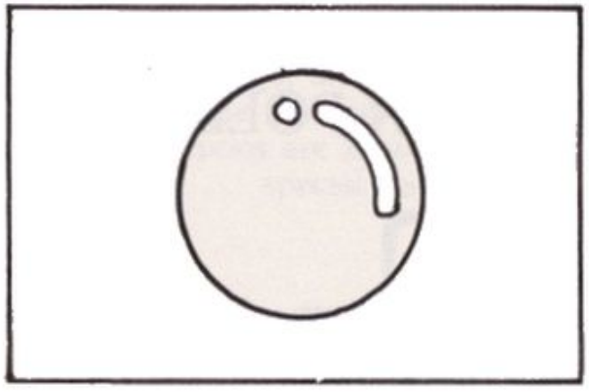
SCORING SYSTEM

block a knife	50 points, block a sword 100 points
block SHINOBI's sword 3 times in a row	1,500 points
kill blue SHINOBI with sword	200 points, with knife 100 points
kill red SHINOBI with sword	300 points, with knife 150 points
kill YOHBOH with sword	200 points, with knife 500 points
kill red YOHBOH with sword	1,000 points, with knife 1,500 points
kill GENBO with sword	10,000 points, with knife 5,000 points
kill YUKI with sword	15,000 points, with knife 10,000 points
kill YOSHI with sword	20,000 points, with knife 15,000 points
rescue PRINCESS KIRI	3,000 points

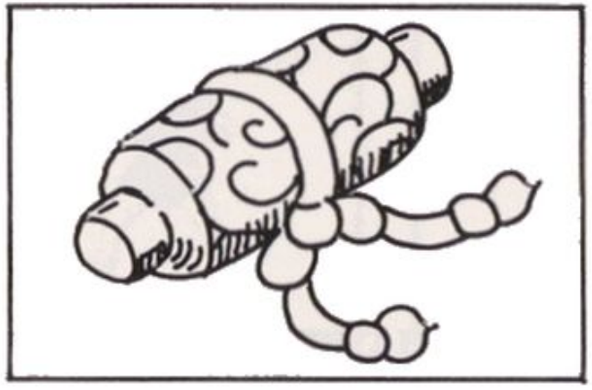
Player loses a life:

when cut with enemy knife; when slashed with enemy sword; when burned by Yohboh. Game over when all the players are lost.

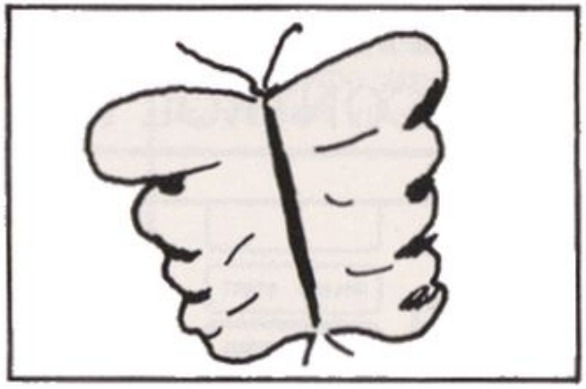
PLAYING TIPS



Crystal Ball
Gives Kage super human power and additional 3,000 points.



Scroll
When Kage grabs the scroll in the forest, he casts a killing spell to wipe out the enemies.

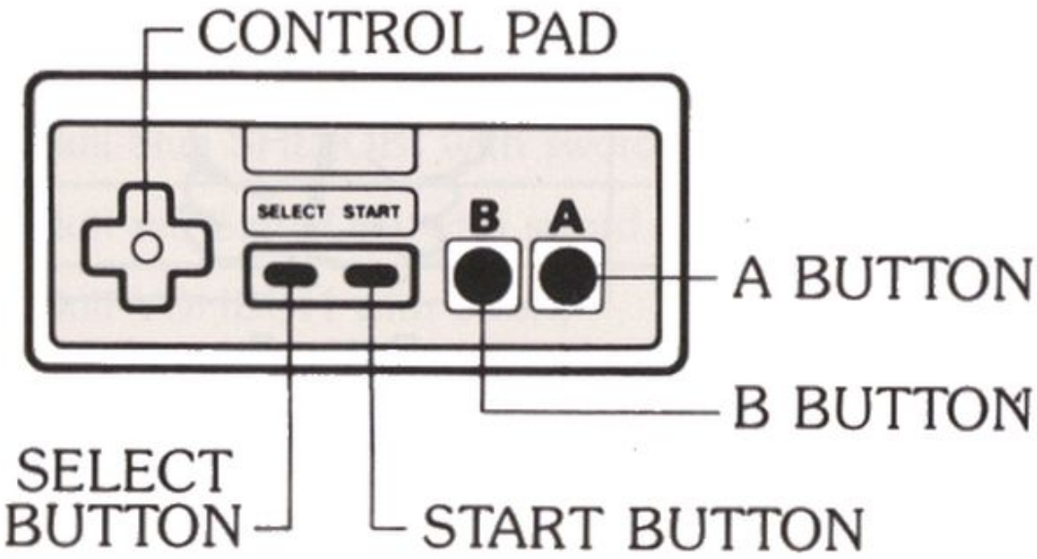


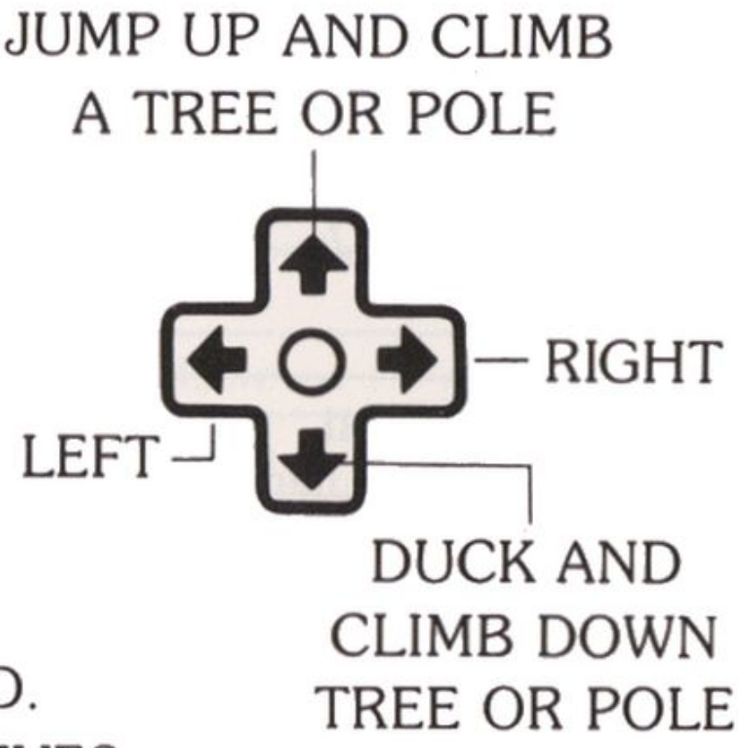
Butterfly
A butterfly appears on the screen. Is he friend or foe?

Hidden within the program of this game are special events. We challenge you to learn these secrets and will reward you with an extra 10,000 points . . . or the ability to perform special tricks such as throwing knives in 8 different directions simultaneously or creating the illusion of 2 bodies . . . or with an additional player. There are other hidden and mysterious characters and features for you to find. It's up to you to discover them!

HOW TO OPERATE

CONTROLLER





A BUTTON: CONTROLS KAGE'S SWORD.

B BUTTON: THROWS KAGE'S STAR KNIVES.

Select Button

Choose 1 or 2 player(s) game.

Start Button

Push START to begin play after player selection.

Pause Function

Push the START button once during the game to pause. Push START again to resume play.

CHARACTERS

KAGE

You are Kage, a Ninja from Iga Village, on a mission to rescue the Princess. Your weapons are 2 swords and special star knives.

KIRI

The daughter of the Shogun who was abducted by ruthless villains.

SHINOBIS
(red and blue evil Ninjas)

They are villains under the spell of the great magician Yoshi. Their weapons are swords and star knives; red Shinobis also use bombs.

YOHBOHS
(magic monks)

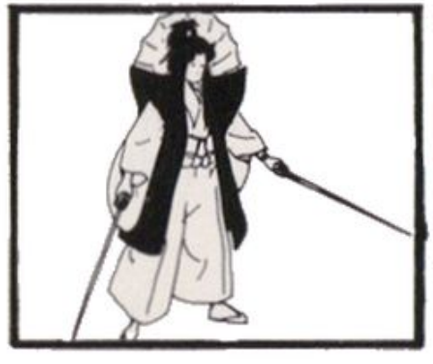
The red Yohbohs have cast a spell on the forest to prevent Kage from escaping. Fire is their weapon.

GENBOHS
(twin monks)

The villain leaders in the summer stage, they form a pair and use fire as their weapon against Kage after he rescues the Princess.

YUKI
(evil Samurai)

The leader in the autumn stage, he uses 2 swords simultaneously and is a master warrior with quick reflexes and skill in deflecting Kage's knives.



YOSHI
(evil Samurai)

He is the warlord, the leader in the winter stage and of all the mystical villains. His very special magic confuses Kage and leaves him most vulnerable.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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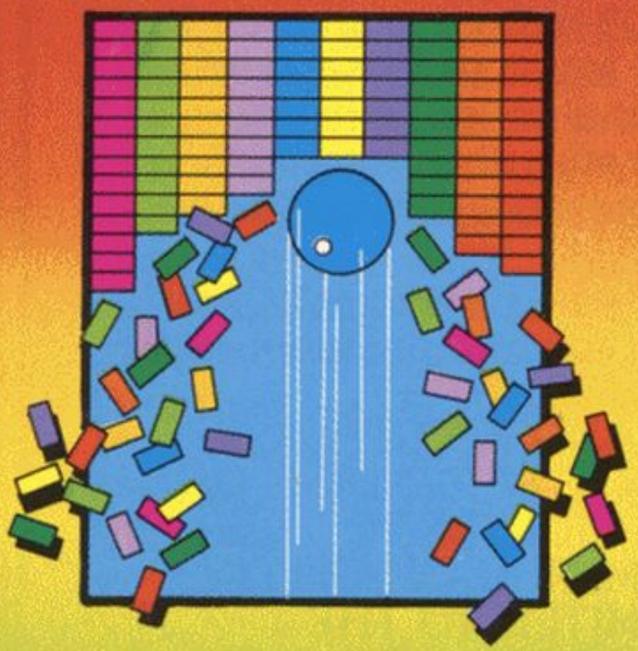
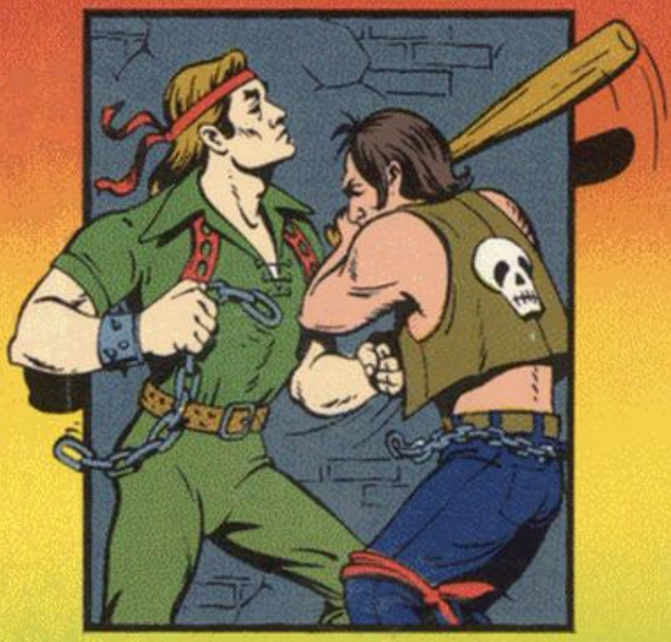
Look for our other exciting new games!

ARKANOID T.M.



ELEVATOR Action T.M.

RENEGADE T.M.



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